



Minbari Sharn Assault Cruiser

SPECS

Class: Capital Ship
In Service: 2007
Point Value: 1800
Ramming Factor: 440
Jump Delay: 10 Turns

MANEUVERING

Turn Cost 4/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Neutron Laser
Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Electro-Pulse Gun
Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

FORWARD BITS
1-3 Retro Thrust
4-7 Neutron Laser
8-11 Antimatter Converter
12 EP Gun
13-18 Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-3 Port/Stb Thrust
4-7 Fusion Cannon
8-9 Grappling Claw
10-11 Molecular Disruptor
12-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT HITS
1-6 Main Thrust
7-9 Fusion Cannon
10-12 Neutron Laser
13-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY HITS
1-6 Primary Struct
7-8 Engine
9-10 Jump Engine
11 Tractor Beam
12-13 Jammer
14-15 Sensors
16-17 Hangar
18-19 Reactor
20 C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

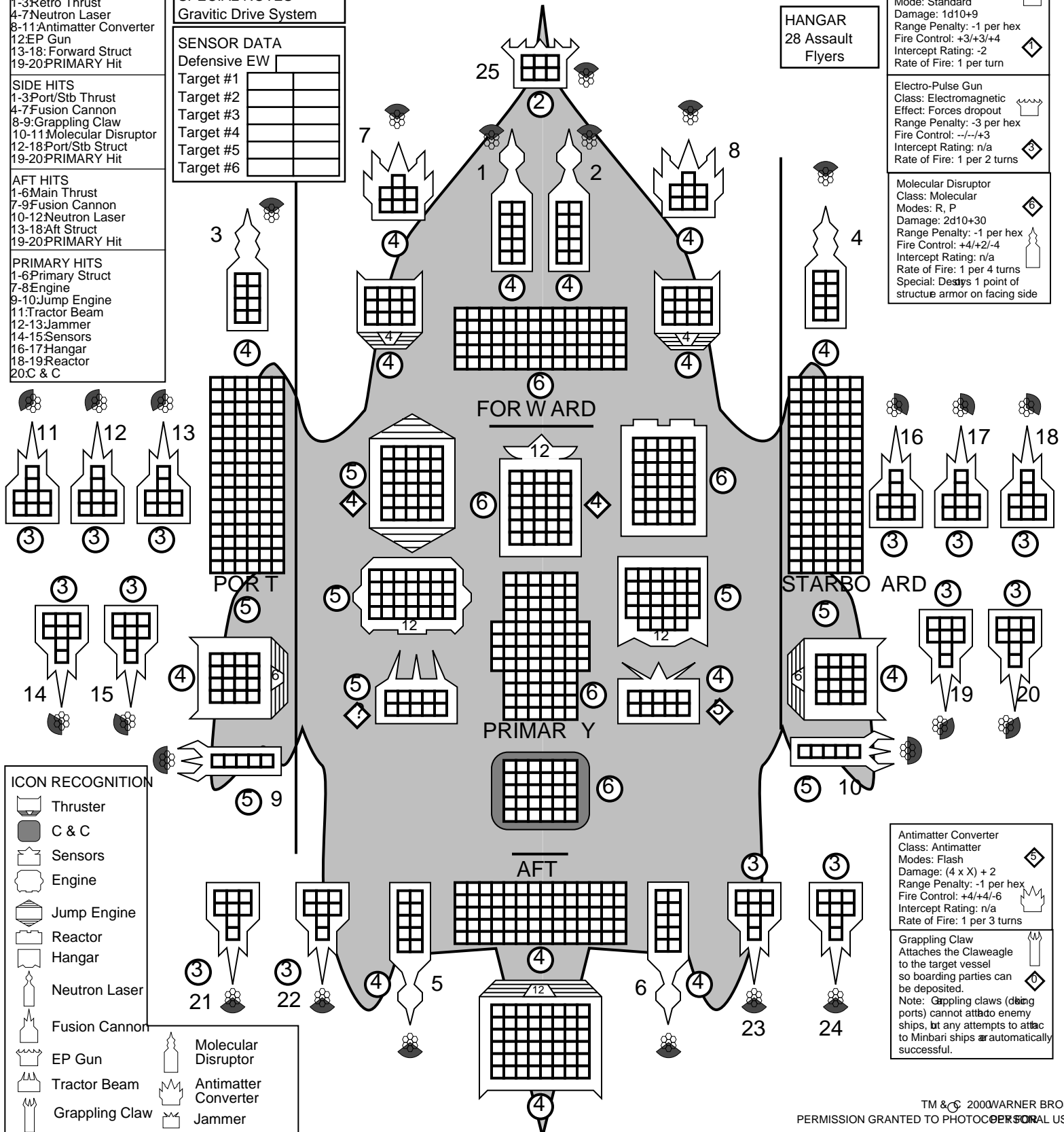
Target #3

Target #4

Target #5

Target #6

HANGAR
28 Assault
Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Fusion Cannon
- EP Gun
- Tractor Beam
- Grappling Claw
- Molecular Disruptor
- Antimatter Converter
- Jammer

Antimatter Converter
Class: Antimatter
Modes: Flash
Damage: (4 x X) + 2
Range Penalty: -1 per hex
Fire Control: +4/+4/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Grappling Claw
Attaches the Clawed to the target vessel so boarding parties can be deposited.
Note: Grappling claws (climbing ports) cannot attach to enemy ships, but any attempts to attach to Minbari ships are automatically successful.